# Agenda for December 3, 2012

“Math Meets Mondrian”

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1. Introduction to lesson, protocol and documentation
2. Pre-survey
3. Part 1. How artists paint ideas
   1. See, think, wonder protocol (Visual Thinking, Project Zero/Harvard)
   2. Observing details
   3. Elements of art and principles of design – the elements and grammar of the visual arts
      1. From supporting details to main idea
   4. Finding the main idea in a work of art
      1. How different is it from finding the main idea in a text
4. Part 2. How artists and mathematicians paint ideas
   1. Introduction to Vedic multiplication, a visual way to multiply
   2. From Vedic multiplication to creating classroom installation art
   3. Solving mathematical problems vs. making aesthetic choices
5. Conclusion
6. Post-survey